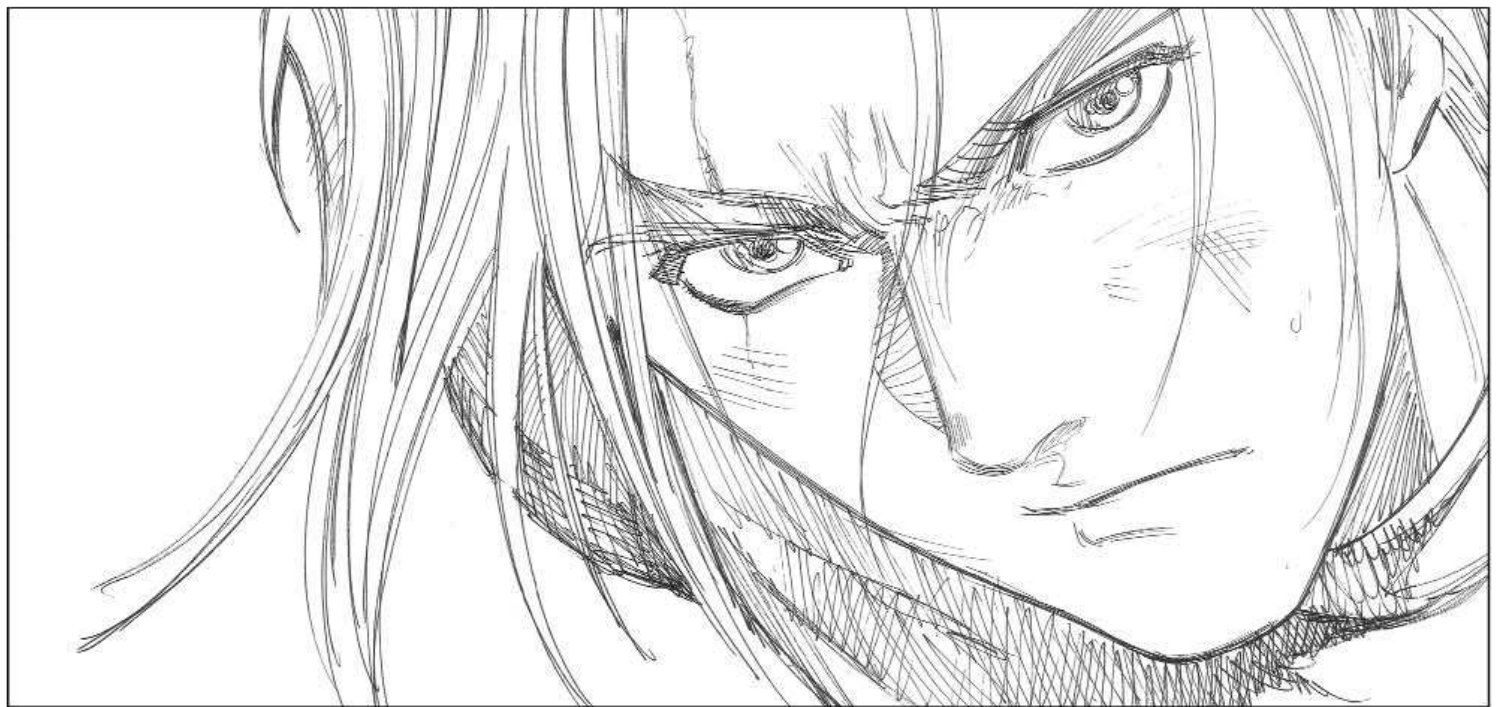
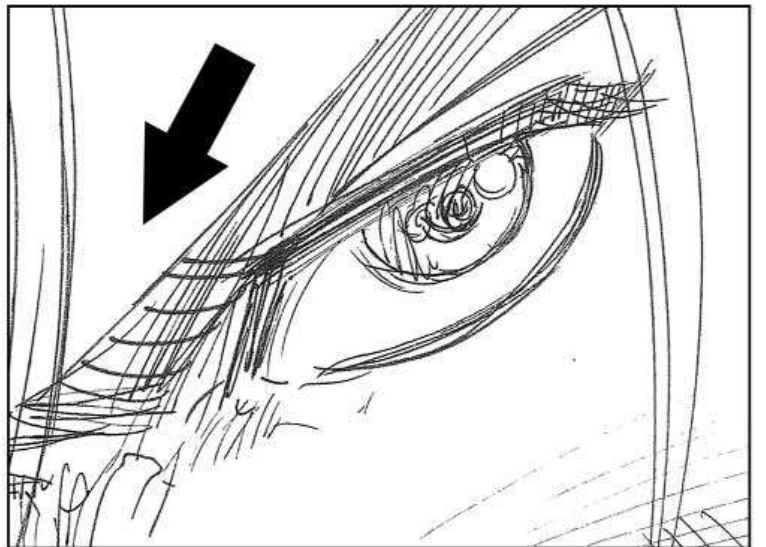
How To Draw
KUNG FU COMICS
功
KUNG FU
夫
Author/Illustrator: Cheung, Man Wai
Illustrator: Leung, Wai Kit

Evil is best simulated by combining the fundamental expressive traits of happiness, sorrow and anger -- Tilt the head, add a smile and frown... and you have wickedness. To create a mood like this, we need to lower the head, make the eyes thinner, and the eyebrows lower. A sinister smile is always good too. Go ahead! Show some teeth!

Evil is all about atmosphere, so concentrate on the shadows. Use some well placed “nets” or crosshatching on the face. Consider far off light sources or deep background shadows.

Confidence and determination are prominent traits for any main character. Press the eyebrows downward as in a frown, but do not make the eyes thin. Keep them open and alert. Add a couple wrinkles between the eyebrows by drawing "L" shapes. The mouth can be tipped slightly downward.

Looking up from a lowered face can add some real confidence. This same expression can be created from a profile or from a low angle camera shot.

The arm has three main parts: Shoulder, upper arm and forearm.

Make sure that the shoulder muscle is connected to the collar bone, otherwise your character may end up looking like a robot.

We have simplified the muscle in figure A, dividing it into eight main masses.

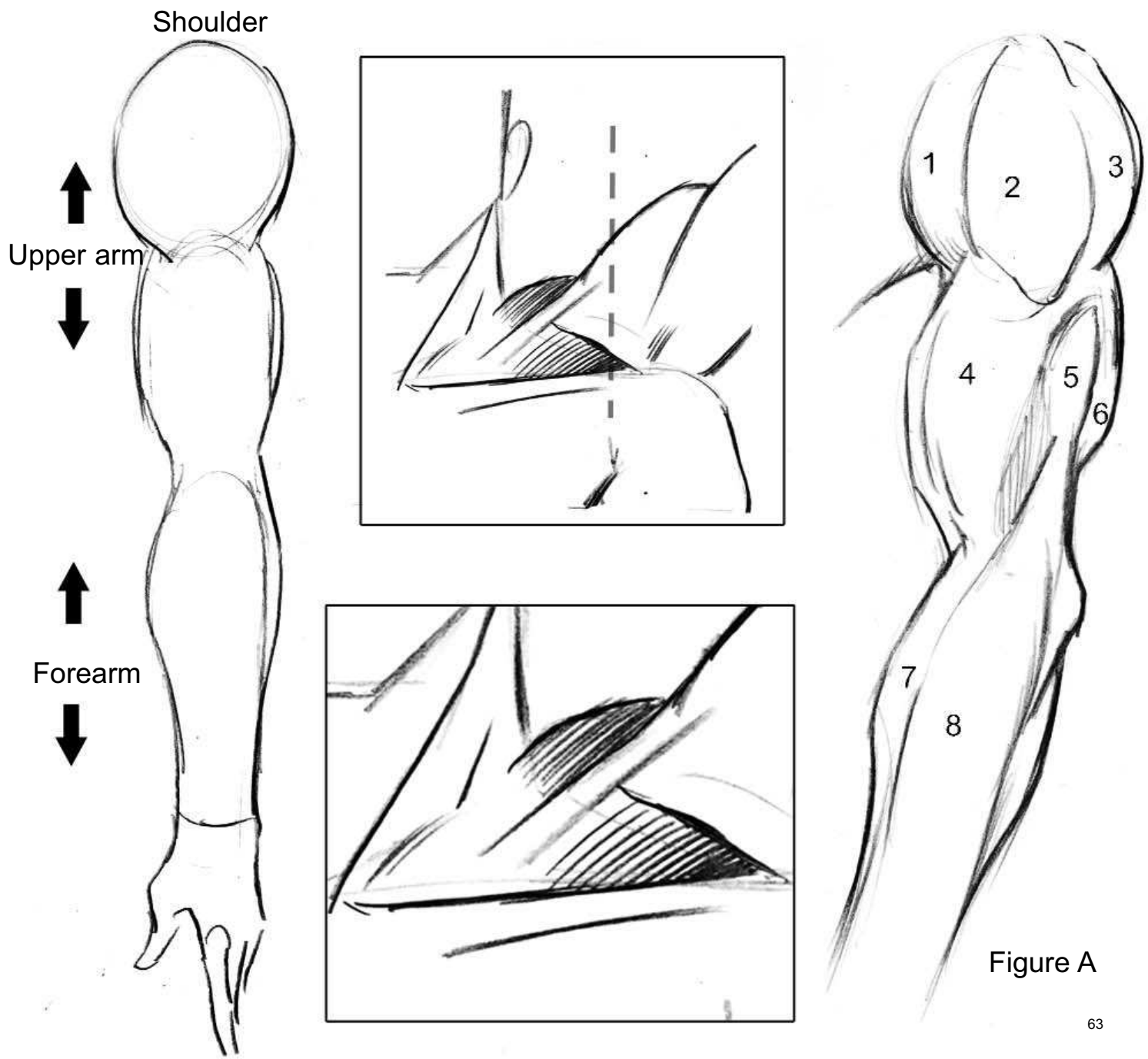
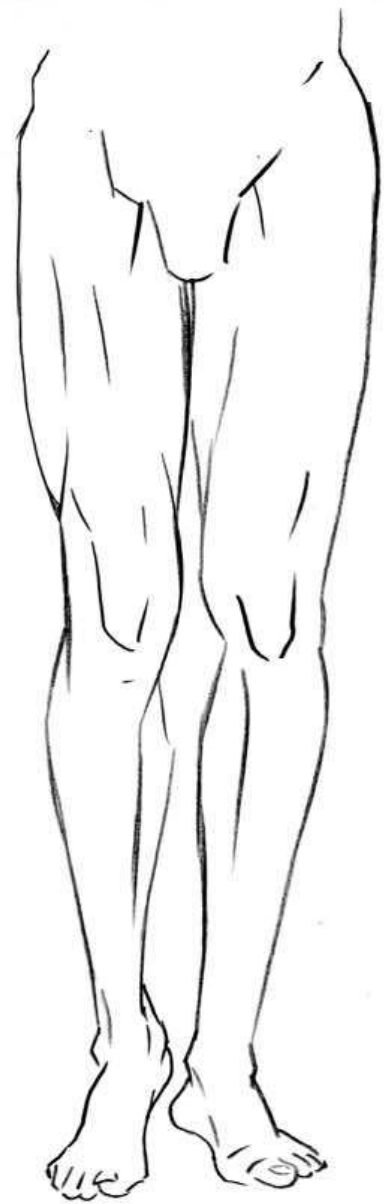
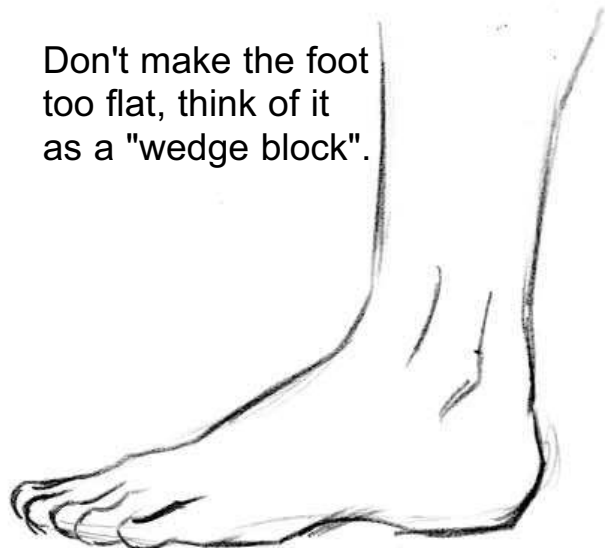
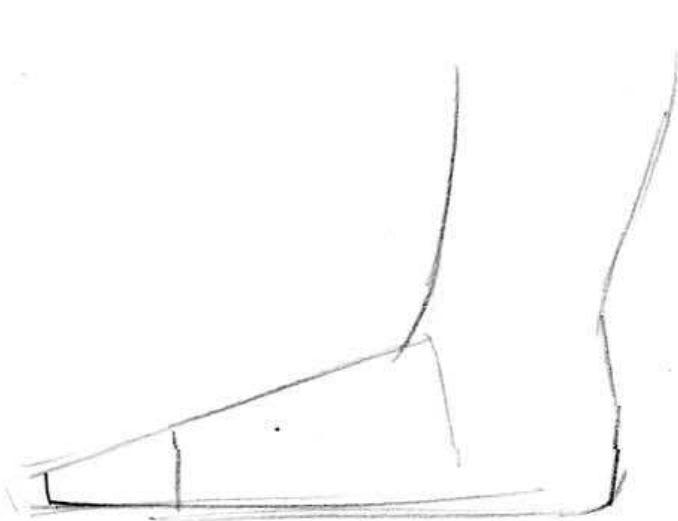



Figure A

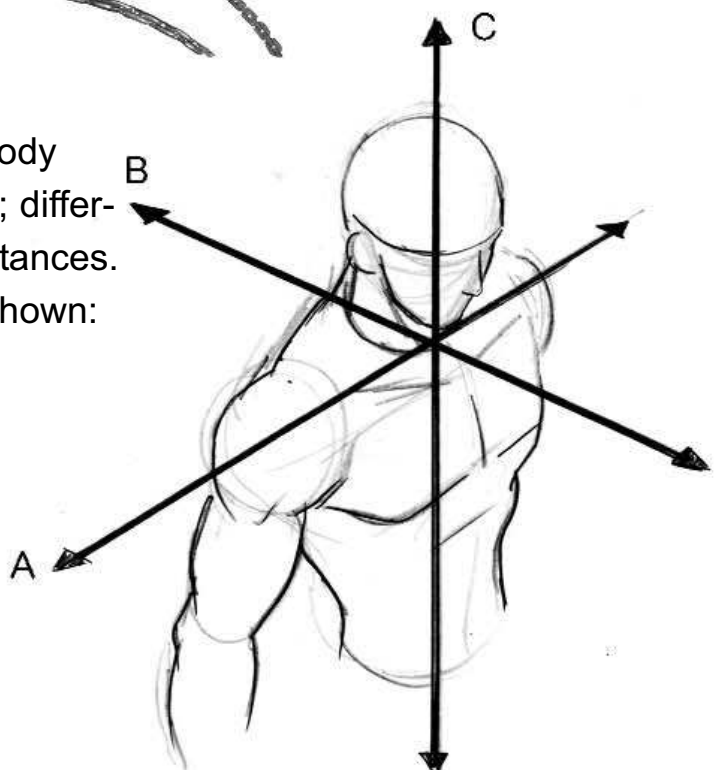
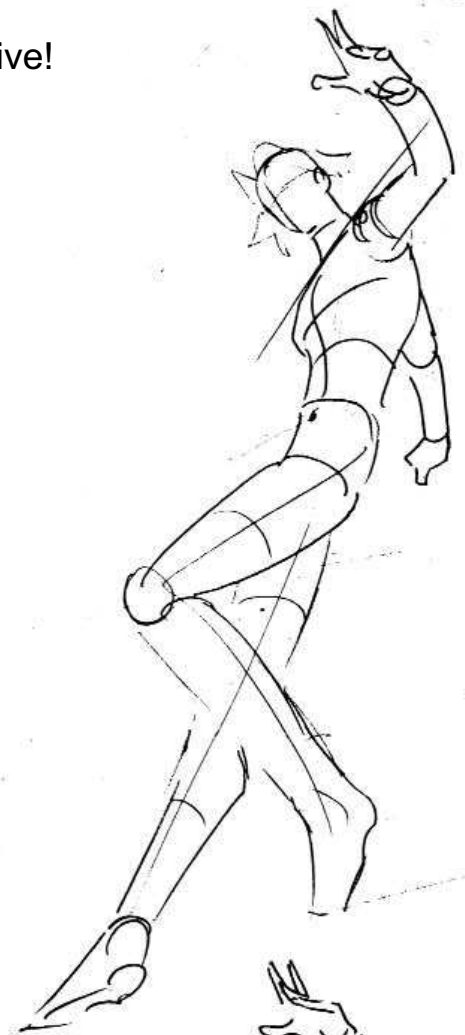
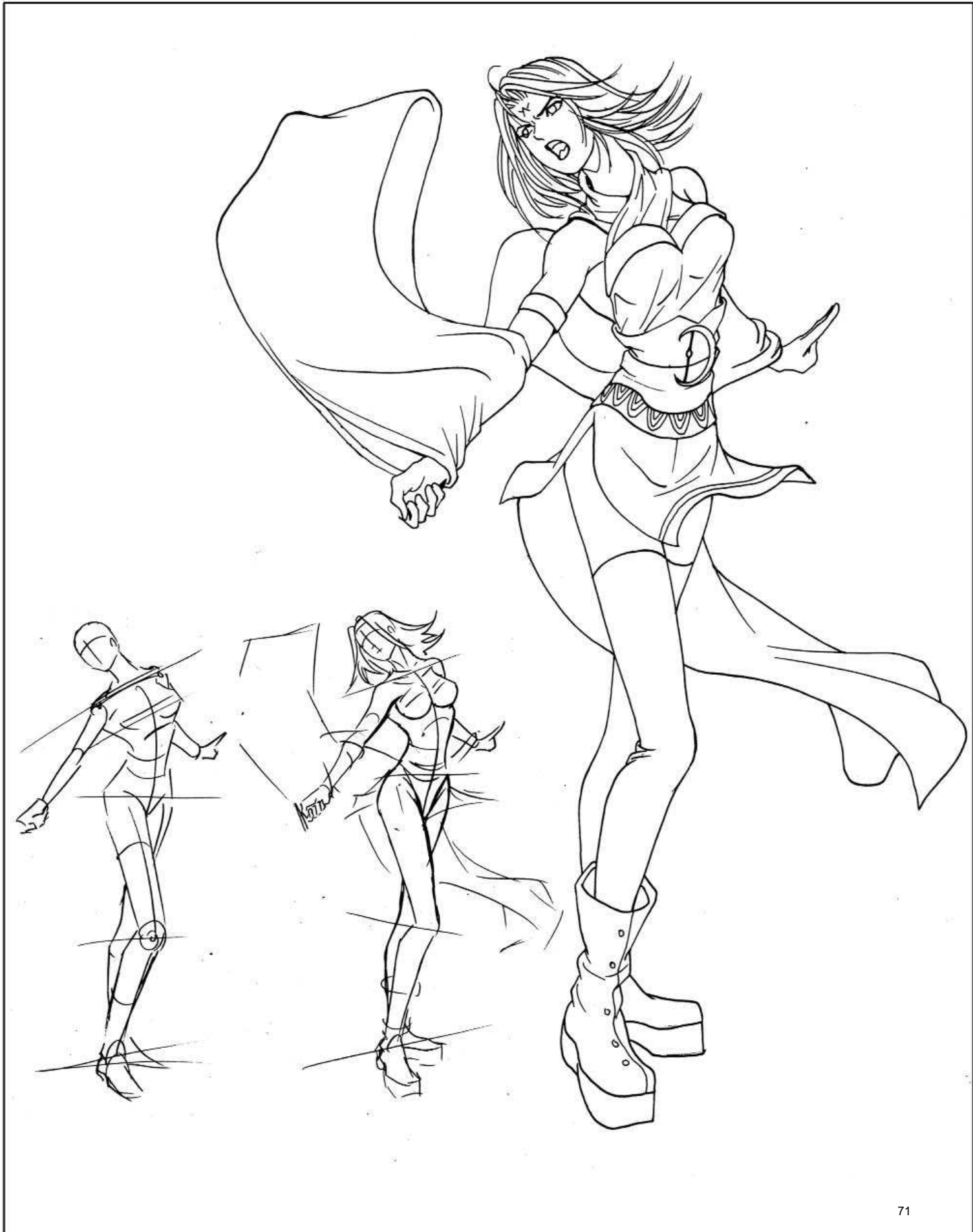
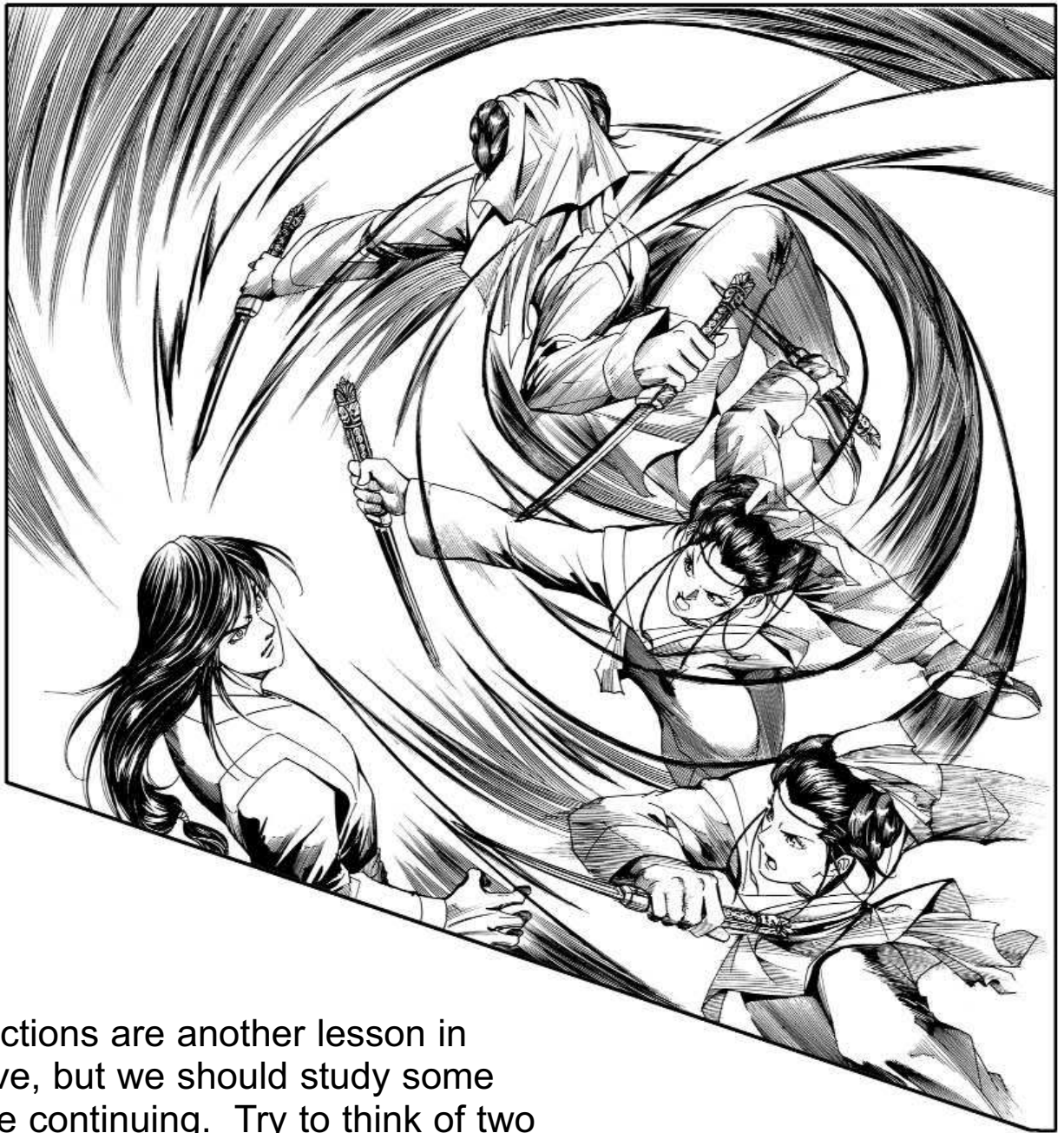
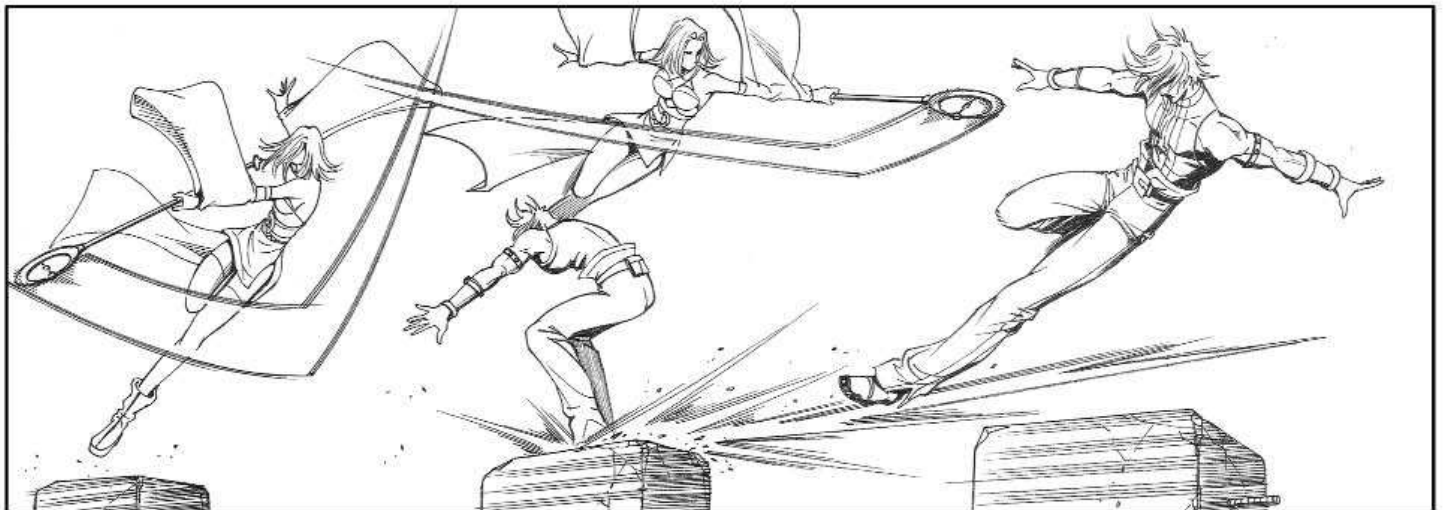
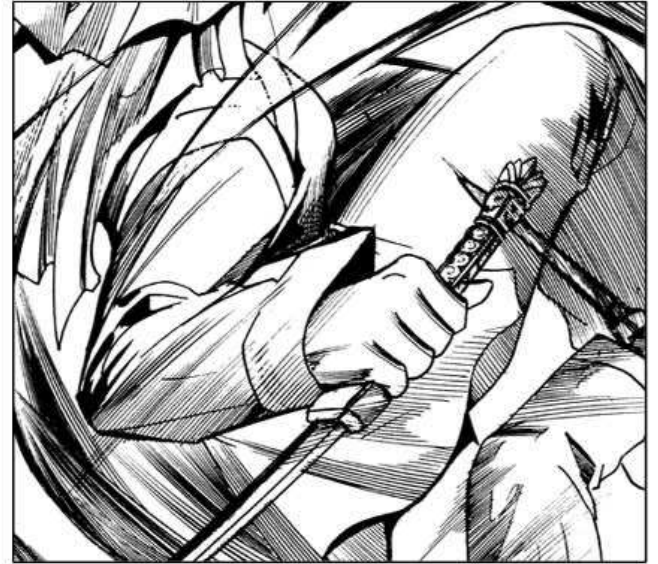
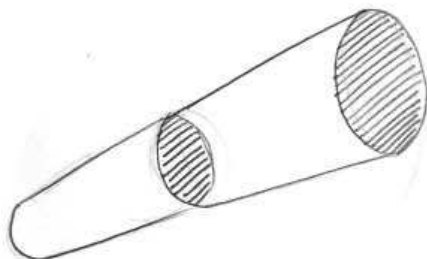
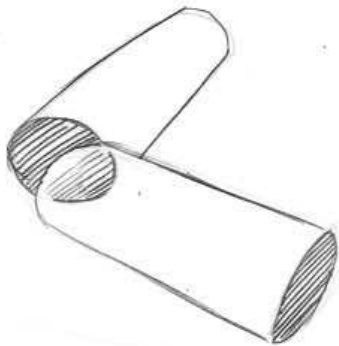
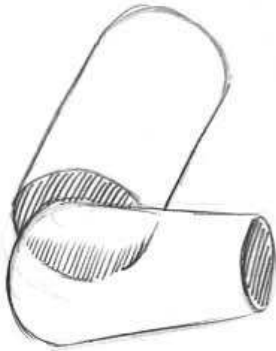
Leg muscles have also been simplified in the following figures. Bare in mind that the muscles condense and are “packed in” when a person is kneeling down.

Don't make the foot too flat, think of it as a "wedge block".

Back muscles are a bit more complex than chest muscles. Remember that they are also connected to the shoulder. The middle muscles look like two large leaves (the gray part in the figure).

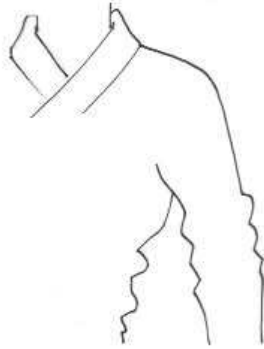
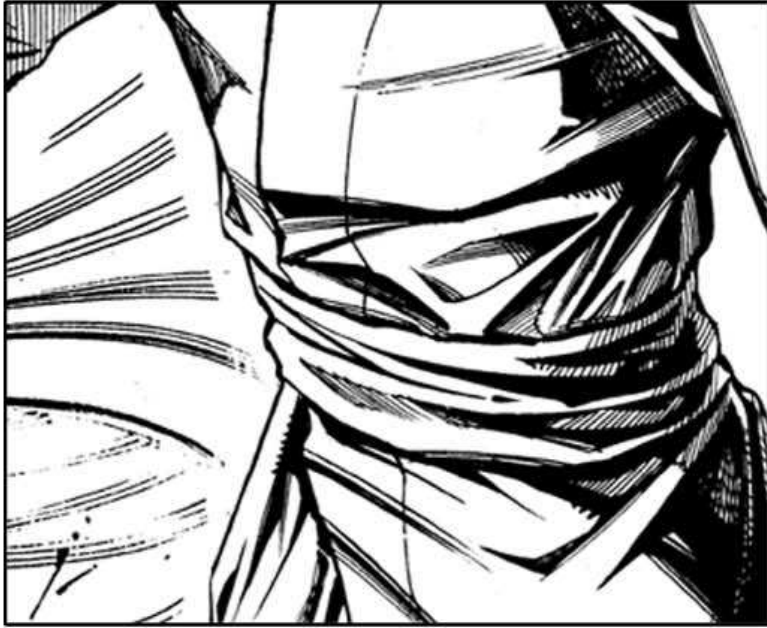
When a person moves his upper torso, the area around the spine traces out an "S" shape. When a person swings his arms, the back muscles expand accordingly.

Body Perspective

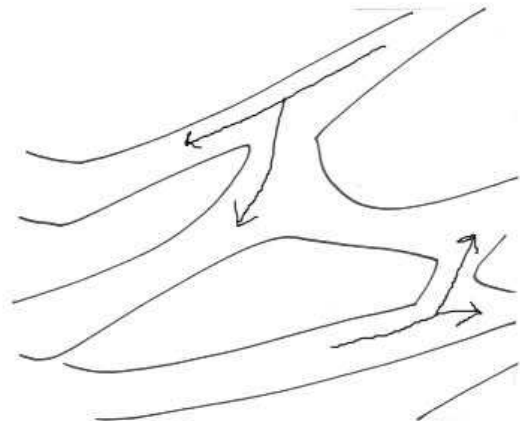
Character's perspective

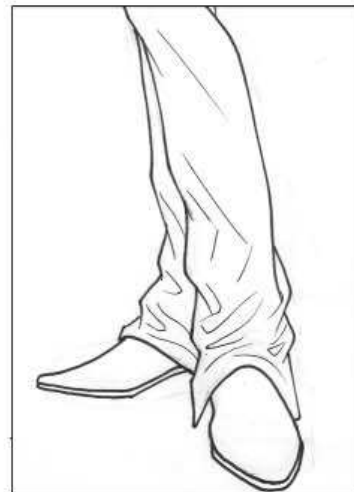
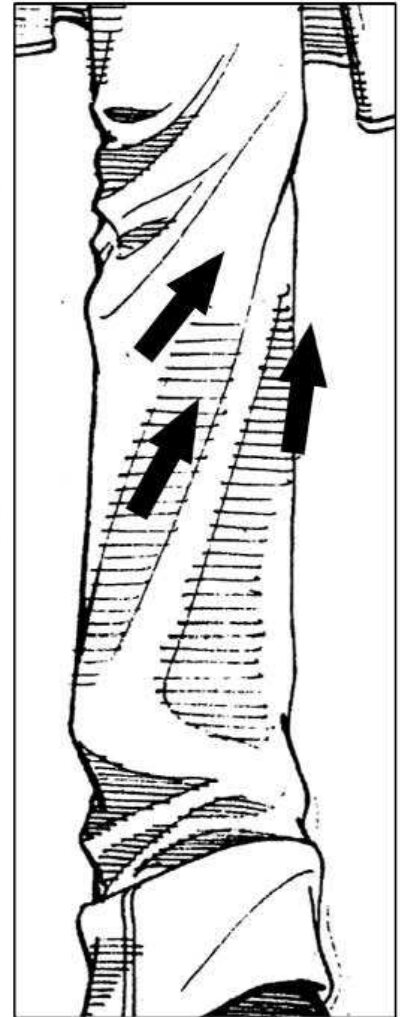
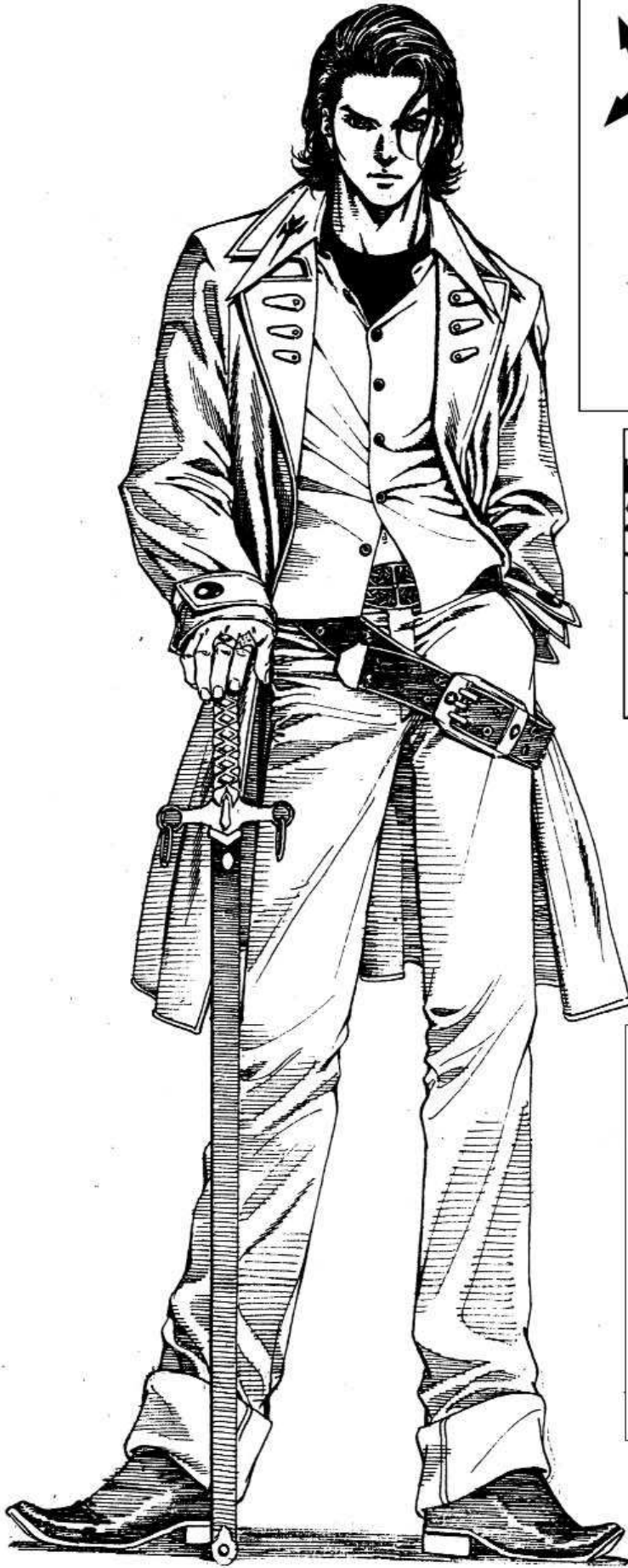
Besides background perspective, a body also has its own rules for perspective; different angles can represent different distances. Draw the three perspective lines as shown:

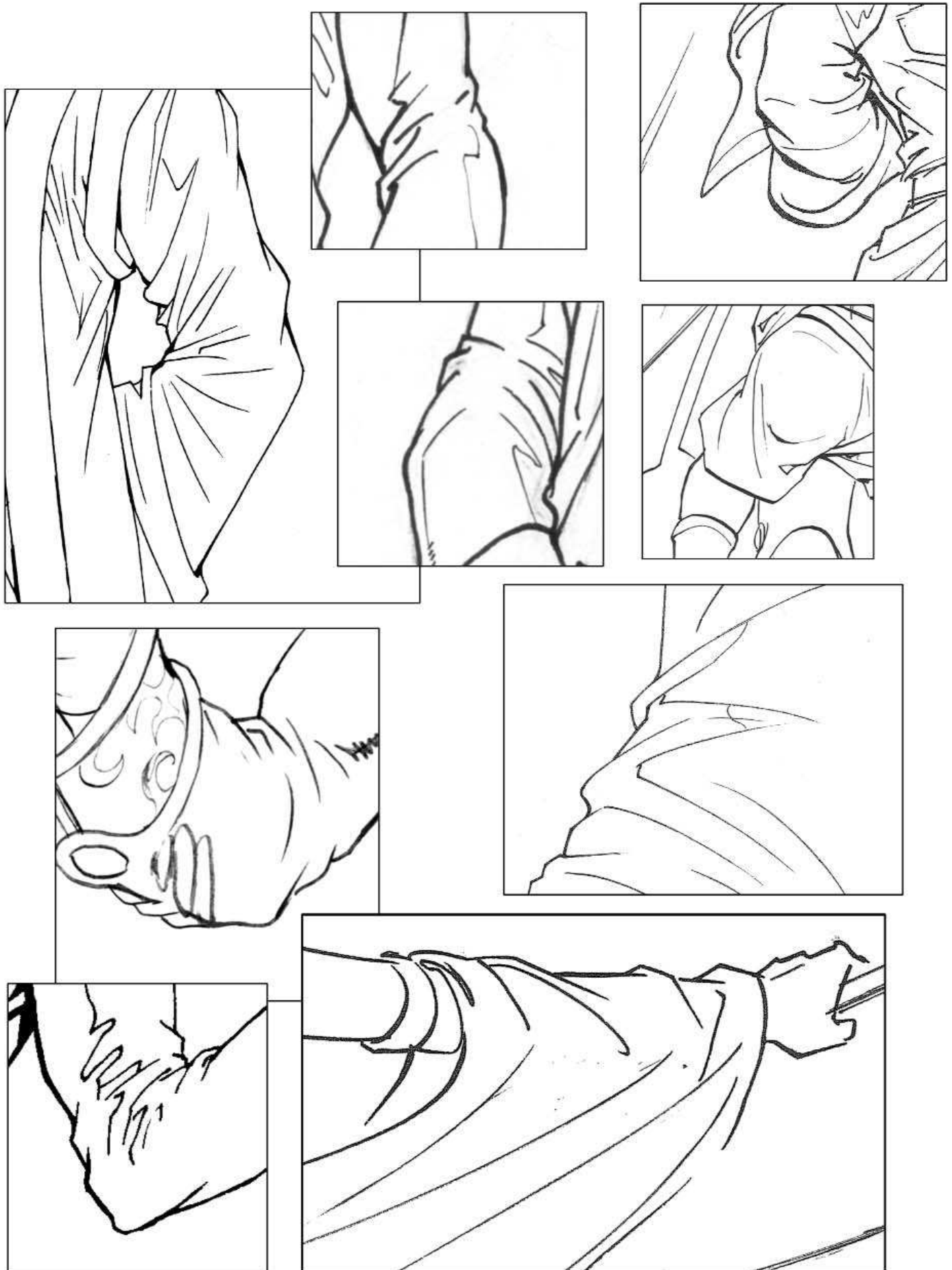
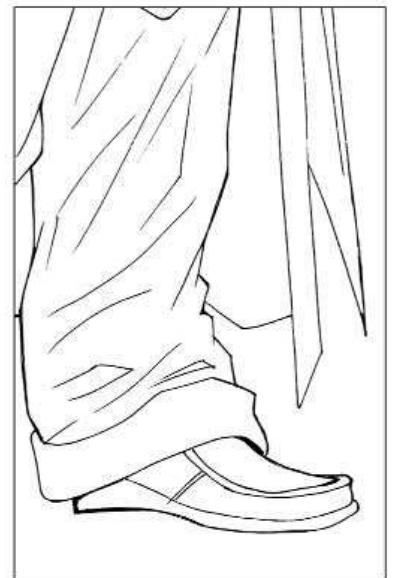
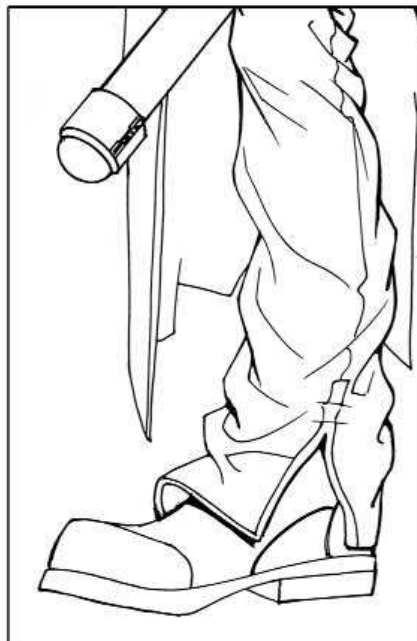
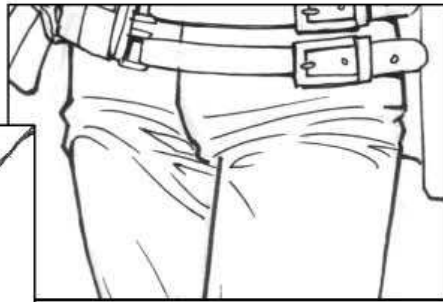
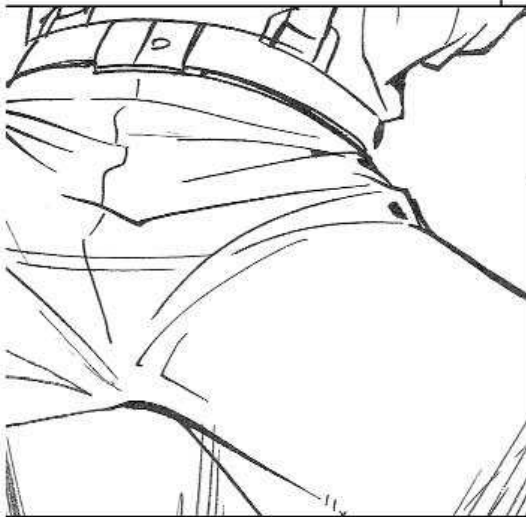
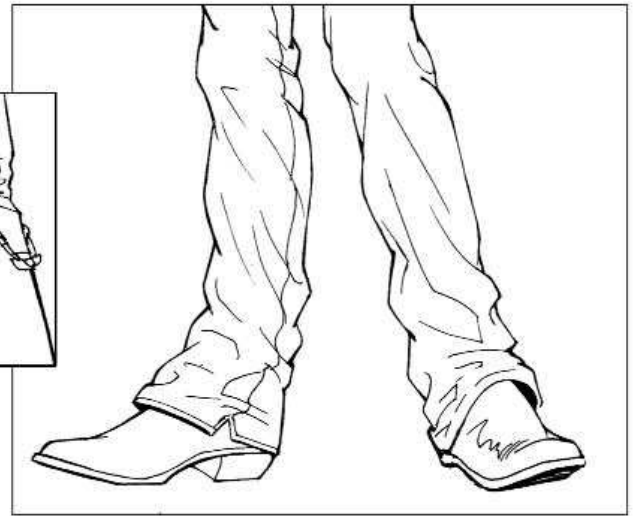
A: Chest
B: Spine
C: top to bottom

Now let's look at some active characters in perspective!

Foreshortening is the relationship between near and far in relation to the camera. Kind of like the leg in a kung fu kick coming out at you, looking larger because it is drawn closer to the camera. When done correctly, foreshortening can add dynamics to a picture. We should always draw the body part that's closet to the camera first.

Multiple actions are another lesson in perspective, but we should study some first before continuing. Try to think of two or three moves that are coherent with each other.

Cylinders provide a great start for drawing the body in perspective. Remember that foreshortening dictates that the further an object is, the shorter and smaller it will look.

Clothing

Let us consider clothing, and how the folds are drawn using stress points.

First, start with an outline. A single line can't represent the complexity of the folds.

Use directional lines flowing out from areas of compression where the fabric bunches.

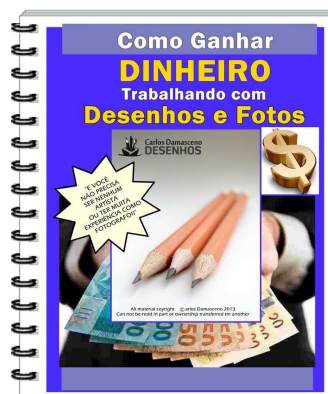
Consider the fold in the arm sleeve. Fabric stress lines shoot outward from the compressed area.

The"Y" shape is a very common shape in the folds of clothing.

There are two principles when considering the folds in clothing: push and pull. Let's try this, when we push the sides toward the middle, the fold will raise. These stress points are found around joint areas.

Stress Lines

See below for examples.
We should also study real pictures to gain a better understanding.

Seja pago para desenhar

Talvez você seja uma artista e provavelmente usa seu tempo desenhando ou simplesmente rabiscando. Porém isso parece que não está te levando a nenhum lugar, além de uma prateleira ou gaveta empoeirada dentro do seu quarto. No entanto, na realidade, é possível a troca de todo esse trabalho por uma renda online. O e-book **Como Ganhar Dinheiro Trabalhando com Desenhos e Fotos** mostra como começar uma carreira, e você nem precisa ser um Da Vinci para receber o pagamento. Você pode ganhar dinheiro mesmo sendo um desenhista amador.

Muitas pessoas e empresas pagam por coisas como:

- **Temas**
- **Padrões**
- **Logotipos**
- **Desenhos**
- **Artes**
- **Ilustrações**

E para você trabalhar e vender essas coisas, não precisará fazer entrevista ou qualquer coisa parecida. É um trabalho baseado na internet. Sem a menor quantidade de estresse e você ainda pode trabalhar em qualquer lugar e quando quiser. Esse e-book afirma que pode ajudá-lo a publicar o seu trabalho na internet, e ser pago por isso inúmeras vezes. Seu desenho será usado mais de uma vez e você será pago a cada vez que alguém usar.

Alem disso, se o seu trabalho for uma obra de arte, um logotipo, ou um desenho, você poderá receber muito mais em comparação com o que você imagina. A propriedade intelectual é muito cara, e há muitos leilões online que podem garantir um excelente preço pelo seu trabalho.

Como Ganhar Dinheiro Trabalhando com Desenhos e Fotos é um e-book muito informativo. Com muitas diretrizes de como você entrar no mercado de trabalho e ainda traz muitos extras. São mais de 60 links que te levarão para sites de cursos, artigos técnicos e muito mais.

Esse e-book não promete dinheiro fácil, você precisará trabalhar para poder ganhar dinheiro com desenho, mas se você gosta de desenhar, esse e-book vai mostrar o trabalho ideal para você.

Além de poder trabalhar em qualquer horário ou lugar, você também poderá desenhar o que quiser. Isso permitirá que a sua imaginação criativa assuma o total controle, e dessa forma se tornará um trabalho muito gratificante.

Clique aqui e confira mais detalhes. http://carlosdamascenodesenhos.com.br/como-ganhar-dinheiro-com-desenho/

Conheça também os Cursos de Desenho Online